MAKAI KINGDOM

Chronicles of the Sacred Tome

TM

NIS America

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 01

STARTING UP 02

PROLOGUE 03

OVERLORDS 04

CUSTOM CHARACTERS 06

STARTING THE GAME 09

SAVING & LOADING 09

FLOW OF THE GAME 10

KINGDOM COMMANDS 11

OVERLORD'S GUIDE TO THE KINGDOM 12

OVERLORD'S GUIDE TO BATTLE TACTICS 14

FLOW OF BATTLE 15

BATTLE SCREEN MENU 16

BATTLE COMMANDS 17

OVERLORD'S GUIDE TO BATTLE TACTICS 18

LEVEL UP 21

COMBO ATTACKS 21

STATUS SCREEN 22

QUALIFICATION 23

AILMENTS 23

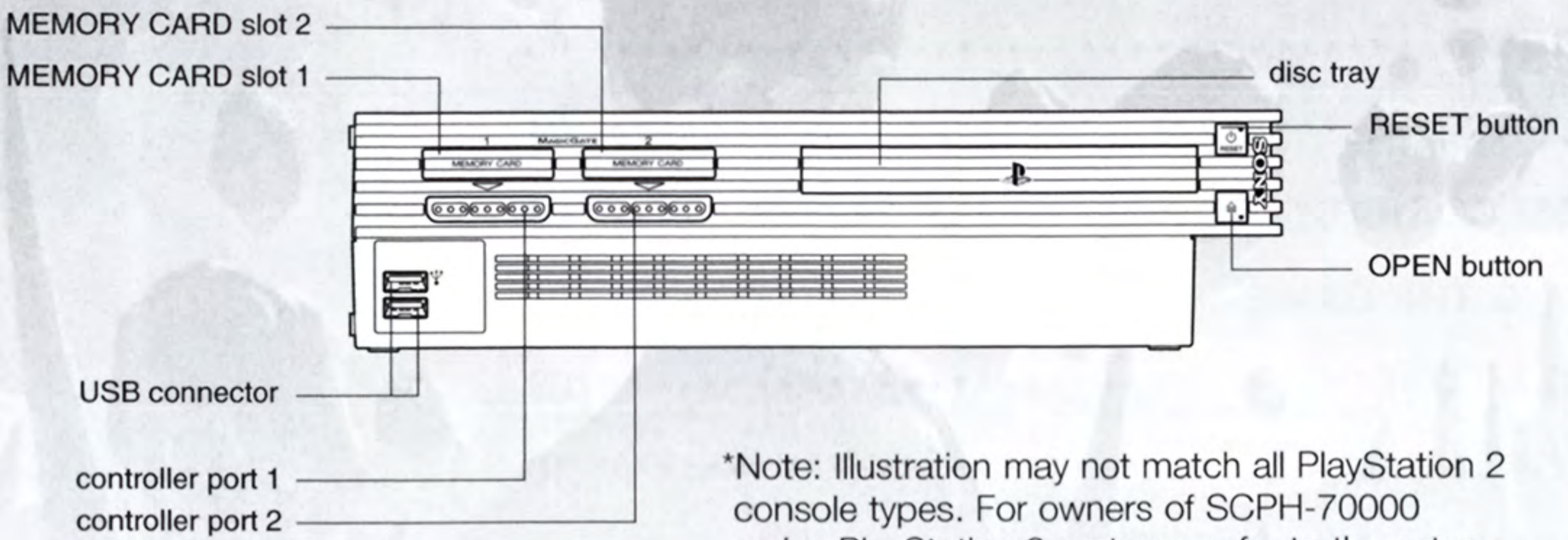
FACILITY 24

WEAPON MASTERY 25

VEHICLE 26

OVERLORD'S GUIDE TO VEHICLES 27

GETTING STARTED



*Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup Instructions supplied with your system.

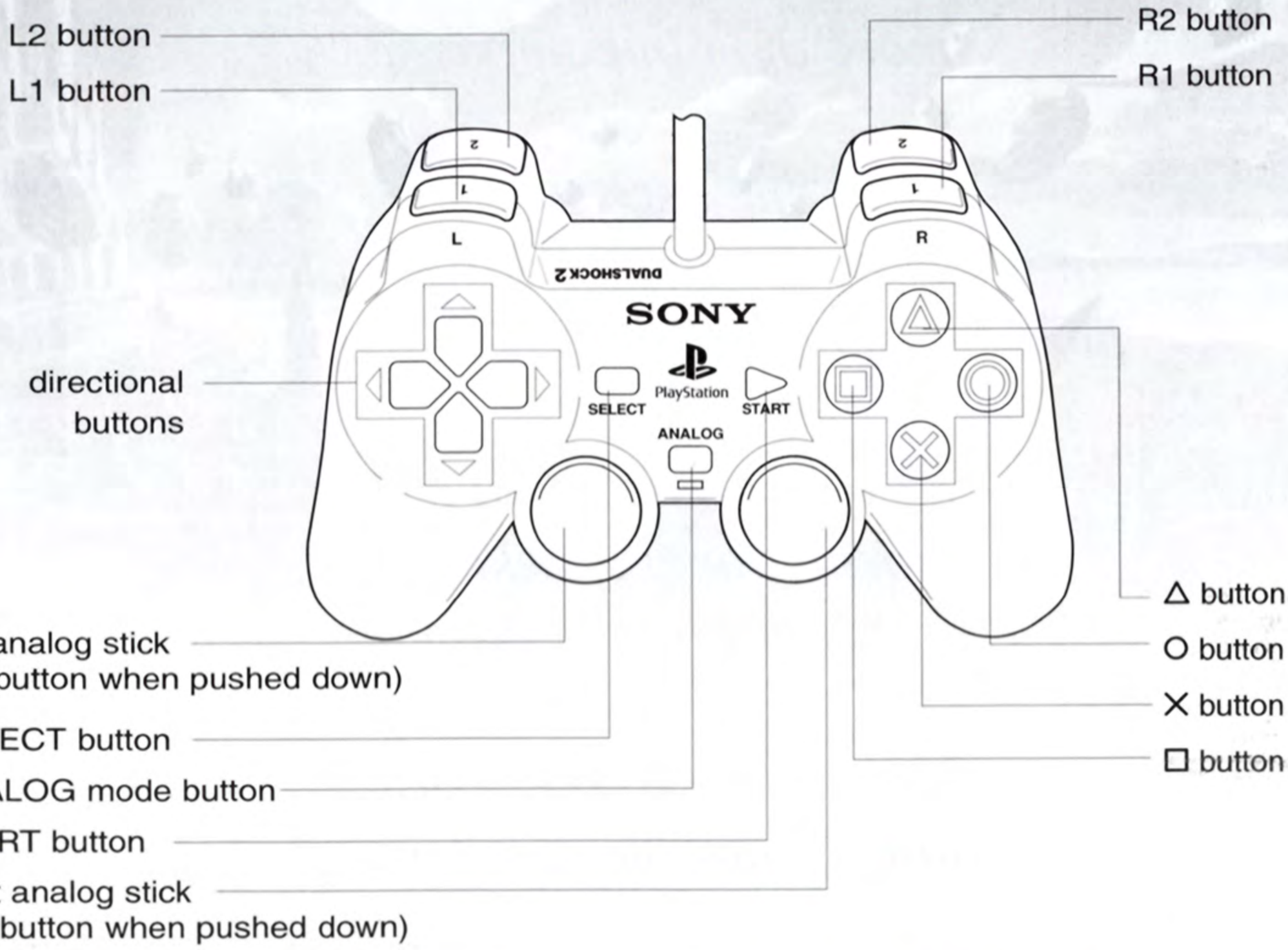
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the **Makai Kingdom: Chronicles of the Sacred Tome** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 analog controller



	Kingdom	Battle
× button	Confirm, Skip message	Confirm, Open command menu
△ button	Open command menu	Open command menu
□ button	Lift up / Throw	Status screen: change page
○ button	Cancel / Jump	Cancel
L1 button	Rotate area map counterclockwise	
R1 button	Rotate area map clockwise	
L2 button	Zoom In / Out	
R2 button	Attack your characters	Return cursor to characters
Directional Buttons & Left Analog Stick	Move cursor / Characters	
ANALOG mode	Switch between analog mode and digital mode	
LED	Red light on: Left analog stick can be used in place of directional buttons.	

*This game does not support vibration function.

PROLOGUE

There is, of course,
more than one universe.

In one such world,
in the corner of a backwater galaxy,
humans rule over a senseless planet...

However, that's about as
important as a speck of dust
in this pluralistic cosmos.

Here in the Netherworld,
things work the same way.

I wanted to tell him that, but...
he had problems
with my prophecy, already.

That precious little puppet is
Lord Zetta,
an Overlord with the most powerful Mana
in the universe...

OVERLORDS

Overlord Zetta

The main character and the most powerful Overlord in the cosmos.

Pram the Oracle

An all-seeing, all knowing Oracle with great powers. She may be young, but she is one powerful demon.

Dark Lord Valvoga

Star overlord of the cosmos. Valvoga is quite often summoned to various netherworlds to be the "last boss".

Micky is a powerful demon general who technically calls the shots. His timidity usually tips the scales out of his favor.

Ophelia constantly bullies the demon general above into doing what SHE wants, even though he technically calls the shots.

A massive, insane dragon skull that loves picking on Micky, and bullying him into making decisions that benefit him.

OVERLORDS

Alexander the God of Destruction

A young, brash Overlord. Alexander has already got the power and position of an Overlord, but he's obsessed with defeating Zetta, the top Overlord.

Salome the Traitor

A human who became an Overlord by being Zetta's apprentice. She learned of her former master's condition and came to his aid.

Trenia

An all-powerful, and all-knowing little girl who likes to play tricks on the Overlords.

King Drake the Third

A lion Overlord who loves to fight, loves a challenge, and loves his own abilities.

CUSTOM CHARACTERS

Warrior

A foot-soldier who specializes in close combat. Warriors are natural born fighters in the netherworld, always seeking new challenges.

Warrior (F)

A foot-soldier who specializes in close combat. Female warriors are rare; therefore, those with potential are trained from a very young age.

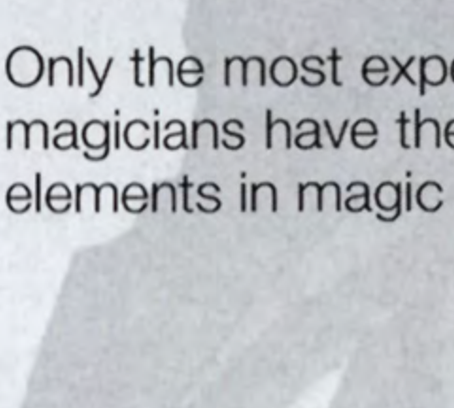
Magician

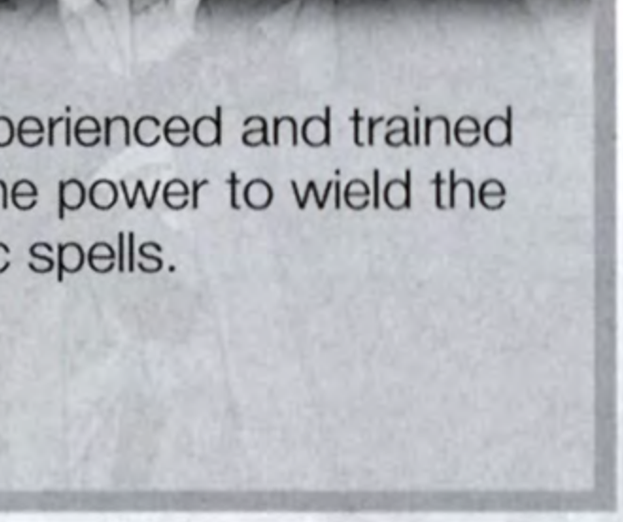
Only the most experienced and trained magicians have the power to wield the elements in magic spells.

Witch

Unlike magicians, witches do not go through vigorous training. However, they still have the power to wield the elements in magic spells.

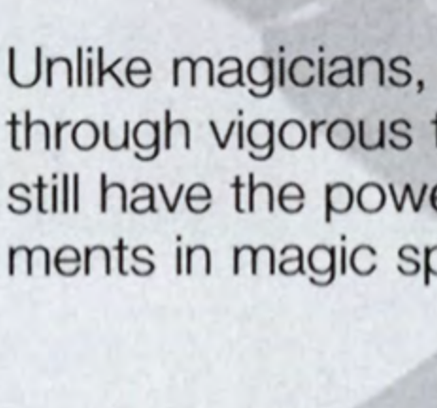
Healer

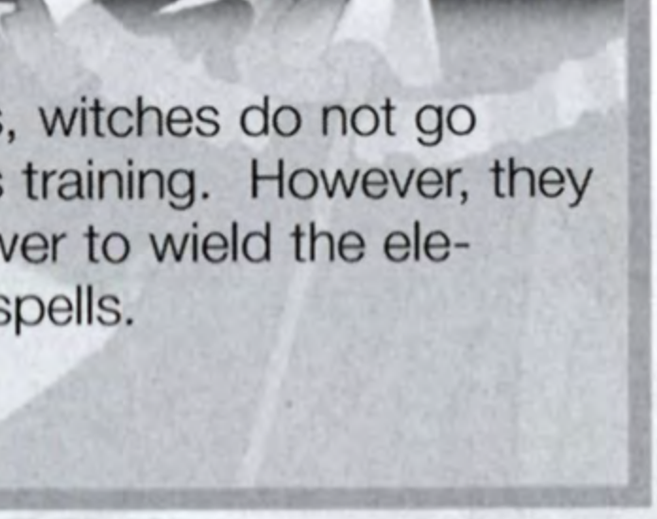




A holy priest, blessed with recovery skills. Legends say the first healers were fallen angels from the heavens.

Merchant

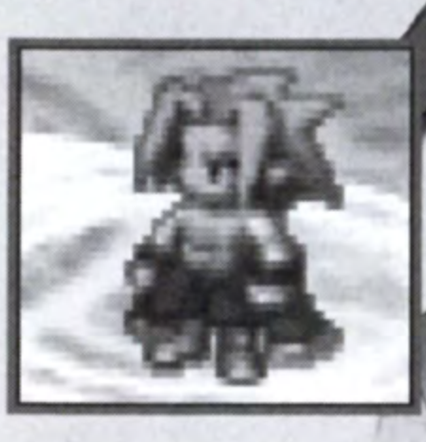




Fights the enemy while balancing accounts. Even the most powerful Overlord can be ripped off by an experienced merchant.

CUSTOM CHARACTERS

Sword Master



Has high attack power and lives for Bushido. The way of the sword is their way of life.

Sword Master (F)

Has high attack power and lives for Bushido. Their ability to control "chi" enables eternal youth and power.

Thief

In the netherworlds, stealing is recognized and praised as a special skill. Thieves are adept at quick movement and stealth.

Infantry

A mercenary soldier who knows how to handle a rifle and operate a tank.

Infantry (F)

A mercenary soldier who works for money, but will not accept requests that go against her beliefs.

Medic

Roams the battlefield perfecting rescue techniques. A true hero on the battlefield, saving countless lives.

There are many more unique characters in the game!

Prinny

Archer

Professor

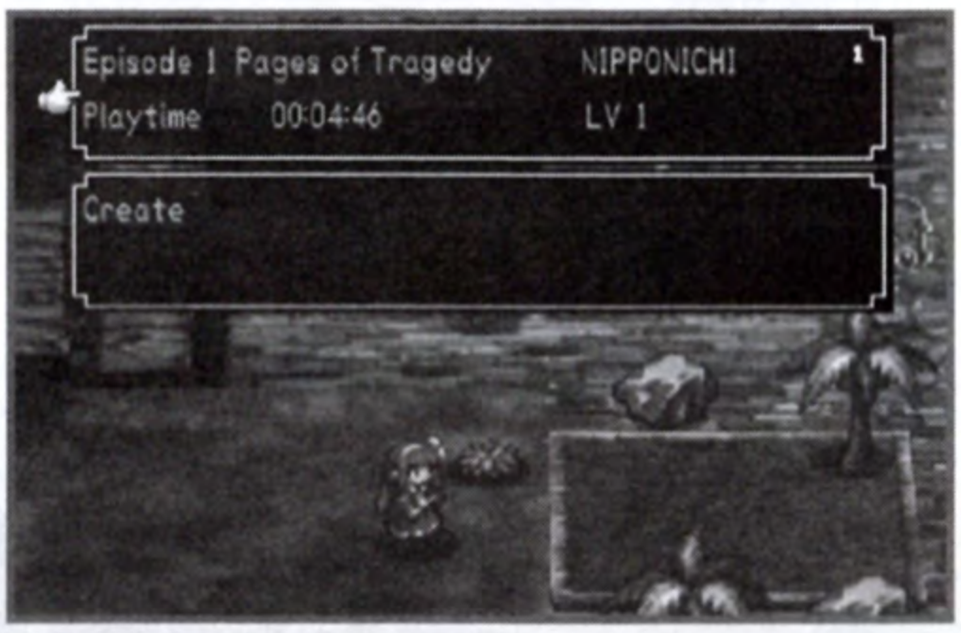
Hell Kitty

STARTING THE GAME

When you turn on the PlayStation®2 computer entertainment system and insert the Makai Kingdom disc, you will be taken to the title screen. If you wish to start from the beginning, please select New Game. If you wish to continue from a previously saved game please select Continue.

SAVING & LOADING

By pressing the △ button in the Kingdom, a menu will appear. Select the Save in the option. Please make sure you have a memory card (8MB)(for PlayStation®2) with at least 305 KB of free space inserted into MEMORY CARD slot 1. Select the space where you wish to save.



*Memory card (8MB)(for PlayStation®2) is required.
You can not use a PlayStaion® memory card.
*Do not do the following while saving.
-Turn off the main power.
-Press the reset button.
-Remove the memory card.
All of the above may result in loss of data.

BEGINNER FLOW OF THE GAME

This is an example of the game flow.

Episode Start

Event Occurs!

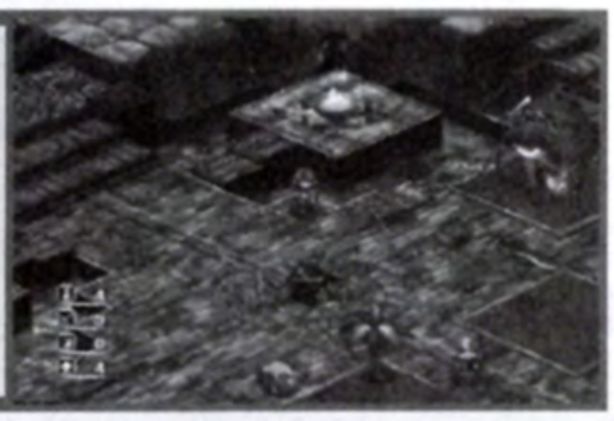
Story begins
Objective revealed

Select Overlord

Ask other Overlords to create a new netherworld for you. The goal is to gain all your netherworlds back

Makai Gate

Select destination
Some events may occur



Area Map

Battle/event

End of Episode

Objective completed
Go on to the next episode

Back to the Kingdom

BEGINNER KINGDOM COMMANDS

△ Button Menu

You can open this menu by pressing the △ button

Equip/Arrange ••• View items that are equipped to your characters. Equipped items can be used during battle.

Status•••••••••••• View the status of your characters.

Arrange•••••••••• Change the display order of your characters/items in the status screen.

Help •••••••••••••• Learn the basics of battle.

Options•••••••••• Change the game settings.

Reset •••••••••••• Return to the title screen.

Save •••••••••••••• Save your progress.

Zetta Commands

Talk to Zetta to view the list of Zetta commands like "Make a Wish".

First time players should check Zetta's Q&A during the game for instructions.

Make Characters

Approach an object in your kingdom and press the ✕ button to create custom characters.

Pram's Makai 101

If you don't like the first leader you made, talk to Zetta and ask him to select a new leader.

Create character

The first task you must do after Pram creates your netherworld is create some characters.

How to create characters:

1 Approach an object, press the ✕ button and select create.

*The item you choose will be used for character creation, and you will lose the item.

2 In the beginning, types of creatable characters are limited, but additional characters will be available as you progress through the game.

3 Now, give your character a name.
If you choose not to name your character, just select "Confirm" then your character will be given a name randomly.

4 After you select a job class and name your character, distribute the bonus points to improve their stats.
Also, know the characteristics of each job class to effectively combat enemies.

Pram's Makai 101

In the beginning of the game, you may want to focus on quantity over quality with your characters when battling enemies. Also, don't forget to equip your characters with armor and a weapon before you go off to fight!
Your leader can lift/throw, hit, and beat on other characters in your kingdom for fun.

Shopping

1 Approach the shop and press the ✕ button to buy and sell items.

2 Once you enter the shop, you will see the item list.

Equip/Arrange

1 Items you bought from the shop or merchant can be equipped by accessing equip/arrange.

2 Open the equip/arrange menu and select the character you want to equip.

3 The number of items you can equip depends on the character.
Certain items will increase stats on certain characters, so check compatibility before you purchase.

4 Equip armor and items on non-weapon slots of your equipment list.

Pram's Makai 101

You should equip items that increase HP and power for warrior type characters. On the other hand, magician and witch type characters should equip items that increase SP and INT.

Facility

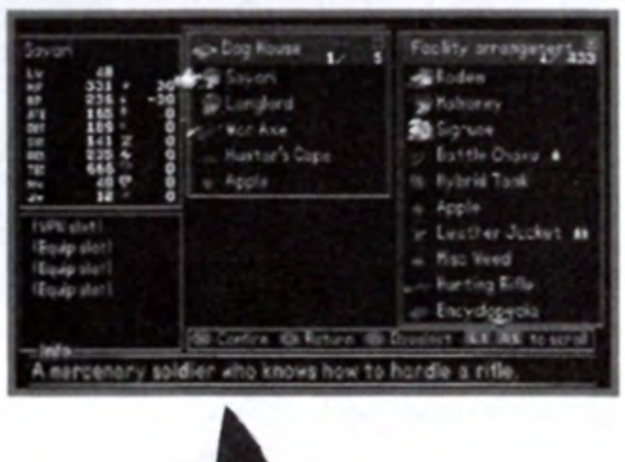
Characters and items stored in a facility can be summoned to the battlefield.

How to summon a facility:

1 Open the equip/arrange menu and select facility arrangement.

2 Select the facility you want to arrange to open the arrangement list. You can then place your characters and items within the facility.

3 Storing characters within a facility will allow you to summon all your units at once along with your items.



Pram's Makai 101

Facilities have special status altering abilities, so use them to your advantage.

Makai Gate

Approach the gate and press the ✕ button to select your destination.

Anything can happen, so don't forget to save before taking off.

BEGINNER

FLOW OF BATTLE

This is an example of the battle flow.

Battle Start

Dispatching Characters

Characters will be dispatched by inviting (summoning) available characters.

Select Overlord

1 Place the cursor on Zetta, press the ✕ button and select INVITE to dispatch your characters.

2 You can only invite characters around Zetta.

Character Invite

You can control the character you invite by placing the cursor on the character and pressing the ✕ button.

Facility Invite

Place the cursor on the facility and press the ✕ button to dispatch units within the facility.

Player Turn

The player gets to command and move their units during this phase.

End Turn

After all the actions have been taken, you can end your turn by selecting “End Turn” from the command menu. If you have not selected the execute command, your characters will now perform their attacks.

Enemy Turn

The enemies get to move and perform commands during this phase.

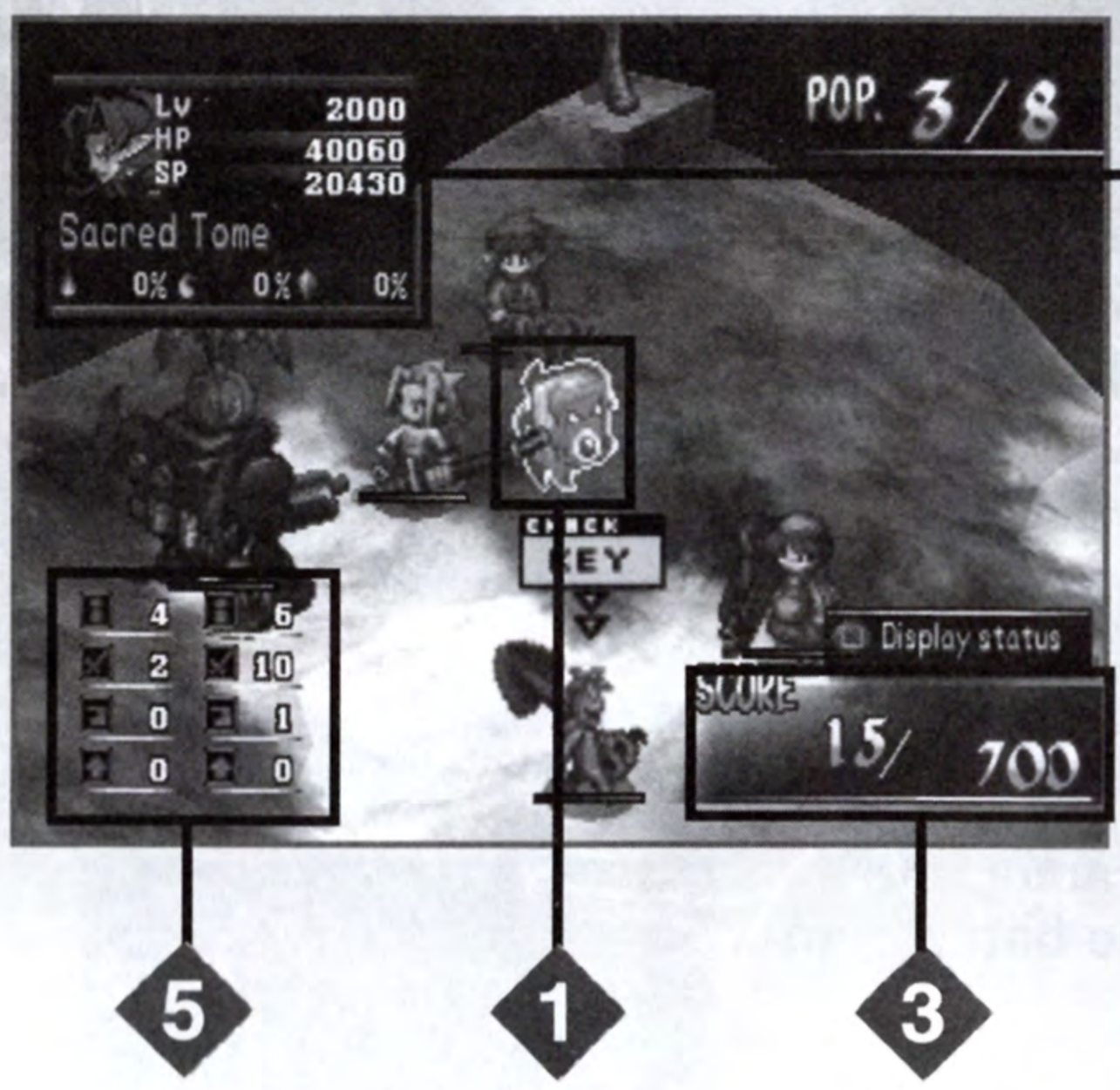
Game Over

If all friendly characters are defeated, the game is over. You will restart from where you saved.

Pram's Makai 101

Healing items stored within a facility can be used during battle without taking up one of your character's turn.

BEGINNER BATTLE SCREEN MENU



1 Overlord Zetta

Select Zetta to open command menus

2 Character status

Check the status of the character you select

3 Stage score

The value on the right represents the score you need to clear the stage.
The value on the left represents the score you currently have.

4 Red circle

Represents a character's movement range

5 Territory

shown on the screen represent territory. Blue is friendly territory and red represents enemy territory. represents the number of characters, represents the number of items, the number of vehicles, and the number of facilities on the battle map.

You can rotate the screen by pressing the L1 and R1 buttons.
You can zoom in/out of the screen by pressing the L2 button.

BEGINNER BATTLE COMMANDS

Zetta Commands

Place the cursor on Zetta and press the ✕ button to open Zetta's command menu.

Invite ..... Summon your characters and facilities onto the battlefield.

End Action ..... End the battle and exit the battlefield.

Battle Commands

Place the cursor on your character and press the ✕ button to open the battle command menu.

Move ..... Select to move your character

Attack ..... Select to attack

Item ..... Select to use item

Lift/Throw ..... Lift and throw items/characters

Place/Get off ... Place a character in a vehicle/facility.

Status ..... Check character status

Cancel ..... Cancel commands (Cannot cancel executed attacks)

Menu

Press the △ button to open the main menu.

Execute ..... Execute attack commands

End turn ..... End player turn

Display char .... View character stats

Display bonus .. View bonus points

Help ..... View help menus related to battle

Options ..... Change game settings

BEGINNER

OVERLORD'S GUIDE TO BATTLE TACTICS

How to move

1. First, place the cursor on a character and press the ✕ button. If the cursor selects multiple characters, then press the select button.
2. The selected character will display a red circle representing movement range. Now select [Move] from the command menu to move the character.
3. Move the character around with the left analog stick. Decide where to move and press the ✕ button.
4. You can move the character at any time, as long as the [Move] circle is displayed. Now comes the fun part. How to attack enemies!

How to Attack

1. First select the character you want to move and press the ✕ button.
2. A red circle will appear to represent the range.
3. Select [Attack] from the menu and press the ✕ button.
4. If you want to attack immediately, open the command menu by pressing the △ button and select [Execute].
5. Unlike [Move] you can only [Attack] once per player turn. Therefore, choose your attacks wisely. When you have completed all of your commands, open the command menu and select [End turn].

Pram's Makai 101

You can move as many times as you want, as long as you have enough movement range left. However, you can only execute one "attack" per character per player turn.

* after you have selected your attack move, you can not move your character until either you cancel or finish the attack move.

How to Lift & Throw

1 You can use [Lift], if the character is not holding anything.

2 Select [Lift up] and choose the object you wish to carry. You can carry either an object or a character.

3 Don't forget! You can take the item you are holding back to the kingdom if you beat the stage while holding it.

4 Next, how to [Throw]. Strategically throw items and characters to gain an edge in battle. Remember, you can't lift/throw while you are holding something, so you have to unequip the character first.

Out of Bounds

You can throw your friendly characters, enemies, and items out of bounds. Out of bounds is anywhere on the area map where terrain does not exist. Enemies and characters tossed out cannot return to the battle.

Battles within facilities

Battle enemies within a facility by throwing your character inside. Characters you throw inside will automatically fight for you.

Pram's Makai 101

You can move your red "Attack" circle around to target an enemy by holding down the square button and moving the left analog stick.

Stage Score

The stage score represents the number of points you need to clear the stage.
Check out the [Score] on the bottom right of the screen.
The # on the right represents the total score required to clear the stage.
You earn stage points by defeating your enemies.

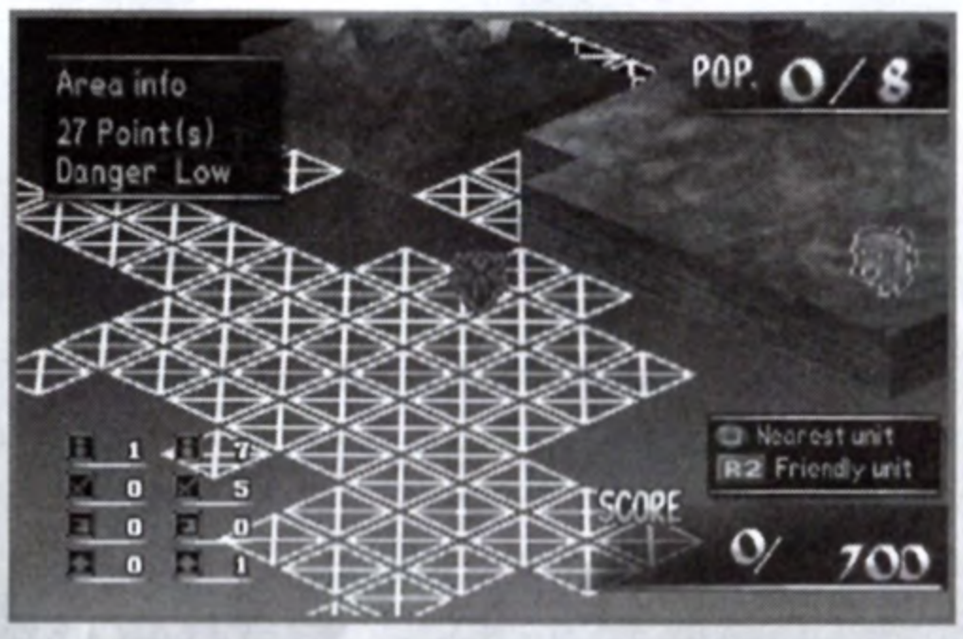
Pram's Makai 101

Destroying all your enemies doesn't necessary mean the end of the stage. Check out the explanation on "Extension" for more details.

Extension

When you throw an item off the map, it becomes O.B.
However, depending on where you throw the item, an extra hidden map called [Extension] will appear.
Extensions will also appear by defeating or destroying key items and characters.

Extension maps can be used to train your army.
The more extension maps you find, the stronger the enemy becomes, so watch out.



Pram's Makai 101

If you want rare items, you better go find extension maps.

ADVANCED

LEVEL UP

You will level up by defeating enemies and gaining experience points.
When a character levels up, his/her status will increase.

*Experience points are given to the character that defeats the enemy.

ADVANCED

COMBO ATTACKS

Combo attacks are done by attacking a single target with multiple characters during a single [Execute] command.
The more characters involved in a combo, the more damage it will do. However, you must target a single enemy to execute the combo.

Pram's Makai 101

Destroy key items and characters to find extension maps.

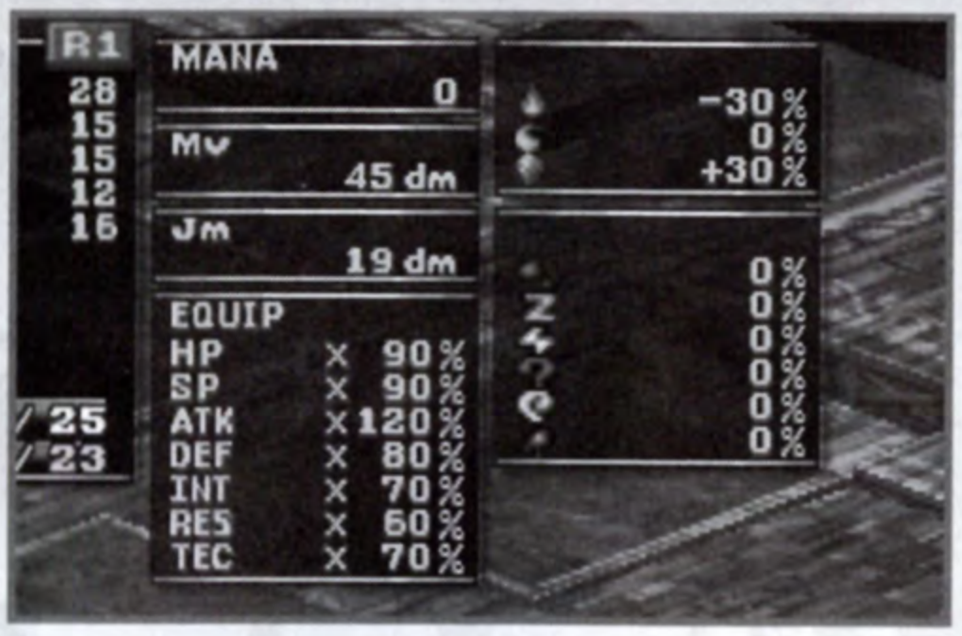
ADVANCED STATUS SCREEN

LV	Level
HP	Life points. A character will die if his/her HP reaches 0.
SP	Needed to use special techniques. SP can be recovered by using items or going to the hospital.
ATK	Attack power.
DEF	Defense power.
INT	Intelligence. Affects magic power.
RES	Resistance to enemy magic.
TEC	Technique. Affects ability to drive a vehicle and the use of guns.
MANA	Mana power. Needed to write wishes into the sacred tome.
MV	Moving distance.
JM	Jumping height.
EQUIP	Equipment qualification. Represents the character's ability to use certain weapons.
	Resistance to fire attacks.
	Resistance to wind attacks.
	Resistance to ice attacks.
A	Resistance to ailments.

ADVANCED QUALIFICATION

Qualification shows you how effective the character is at using his/her equipment. You can check qualifications by accessing [Equip].

100% is using the equipment to its maximum potential and 200% is going beyond that.
Even the strongest weapon can become a waste if it's being used by the wrong character.



ADVANCED AILMENTS

When hit by a skill, a character can receive an abnormal status effect.
Abnormal effects can be cured by using the "Espoire" skill.

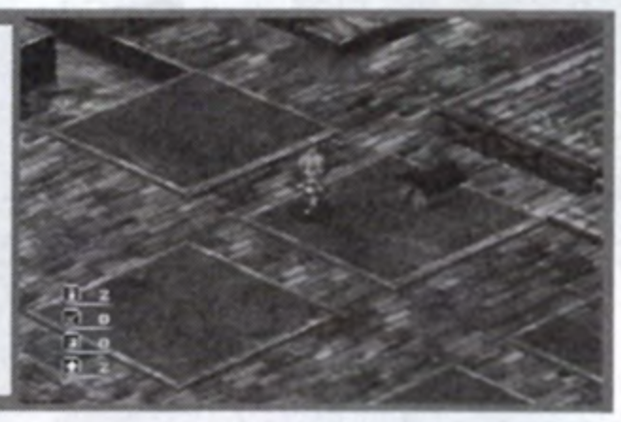
	STATUS	CONDITION
	Poison	Damage is taken every time the character takes a turn.
	Sleep	The character skips their turn.
	Paralysis	The character's body is frozen: Speed and Movement decrease.
	Amnesia	The character forgets how to perform all but the most basic skills.
	Dazed	The character picks up no EXP.
	Gamble	The next attack will either kill the character, or miss entirely.

ADVANCED FACILITY

During battle, facilities will give special bonuses to your characters. You can build a facility by writing a wish into the sacred tome, but weak characters might die from simply writing in the wish.

Dog House

All characters deployed from the dog house will have all their stats increased by 10%.



Shop

When a character deployed from a shop defeats an enemy, you will gain 50% more money.

Hospital

Every character deployed from the hospital will regenerate 10% of their HP every turn.

School

When a character deployed from a school defeats an enemy, you will gain 50% more experience points.
P.S. Enemies deployed from a school will level up every turn.

Effects of Facility

- Units dispatched from a facility will receive extra bonus stats during battle.

- By storing healing items in facilities, you can access them anytime during battle.

- Inviting facilities close to enemies will cause them damage. Caution: You can receive damage, also.

ADVANCED WEAPON MASTERY

Weapon mastery represents the character's qualification with a weapon.
Every character can use every weapon, but not all of them effectively.
Therefore, you should know which weapons are truly compatible with the character you are using.
Increase the weapon LV to learn new skills.
Weapon LV will carry on to a different weapon as long as it is of the same type.
Instead of using a variety of weapons, you should stick to a single weapon per character.

Item	Compatibility list
Dagger	
Sword	
Spear	
Axe	
Rapier	
Hammer	
Bazooka	
Book	
Syringe	
Rifle	
Beat	
Mallet	

ADVANCED VEHICLE

As you progress through the game, you will be able to build vehicles.
Vehicles are like moving facilities that can attack; however, the number of characters and items that you can store is a lot less.

Place/Get off

You can ride and get off of vehicles by using the "Place/Get off" command.
Controls for vehicles are the same as for characters.

Material System

To repair and upgrade vehicles you need [Materials].
Materials are like money, which you gain through battles. You can also gain [Materials] by exchanging your items for them with the engineer.

Pram's Makai 101

If you want some vehicles in your arsenal, you might want a professor on your team along with an engineer.

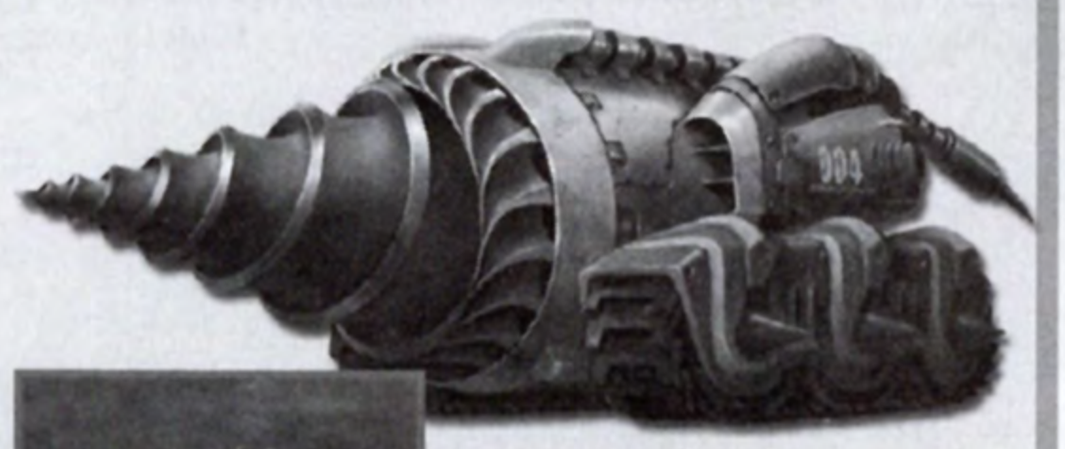
EXTRA

OVERLORD'S GUIDE TO VEHICLES

RX-66 Helldam

A well-balanced bipedal death mobile.

Driller G(F)



Its purpose is to destroy everything in its path.

Gear Metal LEX

Its main cannon enables long-range attacks.

Yamasaki ZX1

A highly mobile combat motorcycle.

CX-1 Hellpha

Fitted with energy absorbtion equipment.

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90 days warranty period, NIS America will replace the game CD, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE

1. **Send in Registration Card.**
2. **Save the sales receipt and UPC code found on the game package.**
3. **If the game is covered under a store warranty, return the game to the store at which the game was purchased.**
4. **If the game is not covered by a store warranty, notify NIS America by emailing *support@nisamerica.com* or call the customer service dept. at (714) 456-1763, between the hours of 10 a.m. to 5 p.m Pacific Standard Time, Monday through Friday.**

TECHNICAL SUPPORT

Please contact customer Service by e-mail at *Support@NISAmerica.com*.

NIS America, Inc. 2100 E. Katella Ave, Suite220 Anaheim, CA 92806.

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